CAMPAIGN ROUND SEQUENCE

MANDATORY

1. **MOVEMENT**: Move the Argo onto a different tile (p.13).
2. **TIMELINE (always):** Advance the **Timeline** (p.14).
3. **EXPLORATION (always):** Trigger **Exploration symbols** / / then resolve **Exploration Draw** (p.15). Move the **Adversary** if required * (p.16). Perform **Acclimation** if applicable.

* In the **beginning** of a new Cycle, the Adversary is not placed on the map until the Storybook says so. **Ignore** all Adversary activations until an event instructs you to introduce it.

CONDITIONAL

4. **EXPEDITION:** If on an **unexplored Tile** with **Story Hub** or **R&R** consult the **Adventure Table** and resolve (p.16). Gain relevant **Mnemos Nodes** (p.29) and mark the corresponding fated box (p.32).
5. **ENCOUNTER:** Resolve any **Timeline Battles** or **Battle Events** present on current Timeline.
6. **ADVANCEMENT (optional):** **Craft Gear**, resolve **Advancement Events**, including **Negotiation** , develop new **Technologies** or use existing ones (p.17). = **Structural Technologies**. = **Battle Technologies.**
7. **STORY:** Resolve any **Story Events** on the Timeline, unresolved **Mnemos Breakthroughs** or triggered **Story progression**.
8. **DOOM:** Resolve any **Doom Events** on the Timeline or triggered **Doom progression**.
9. **END (mandatory):** If you are on an **unexplored Tile**, it becomes **Explored** (p.22). Returning to this Tile will no longer resolve **4. Expedition Step**.

Proceed to the next **Campaign Round** starting again at **Step 1** . Continue until the Cycle ends with your **Victory** or **Defeat** (p.10).

PRIMORDIAL ROUND

1. **START**: Some effects trigger before drawing an AI card. Multiple effects can be resolved in the order up to the players choice.

2. **RESOLVE AI:**
   - Draw top **AI card** (p.37).
   - Determine **Target** (p.37).
   - **Primordial Movement** (p.38).
   - **Primordial Attack** (p.40):

   » **Evasion Roll** (p.41): Targeted Titan(s) roll **Evasion dice**. One die is always a **white Crit die**. Each result **equal or higher** than the difficulty is a successful evade. A result lower is a **hit**. Each die can be rerolled **once only** by gaining **1Ψ** per rerolled die. Chosen dice must be rerolled at the same time.

   ◊ **Block X** triggers afterwards to ignore **X** hits.
   ◊ **Evasion Re-roll:** Reroll Evasion Dice (without spending **Ψ**). Each dice can only be re-rolled once.
   ◊ **Evasion Bonus:** Add this value to the result of **each die rolled**.
   ◊ **No Hits** = **Full Evade** and triggers **"Full Evade:"** abilities.

   - **Attack Consequences** (p.40):
   » **Attack Effects** (p.42): Gain **A** and other effects. Roll **Armor dice** (if present) with each result reducing a **A** dealt. If reduced to 0, do not draw Trauma.
   » **Trauma Draw**: Draw one **Trauma card** corresponding to the Titan's **A** on the **Titan Trauma Table** (regardless of the **A** dealt previously).

   - **After Attack Effects** (p.44): Any other additional effects listed on the AI card occur **separately** to the main part of the Primordial Attack and can only be canceled via **Chain Break** (p.43) or the **Mercy Rule** (p.56). Discard the AI card, reshuffling the discard if there are none left in the AI Deck.

3. **RESOLVE OTHER ACTIONS:** Resolved using normal rules above.

4. **END OF PRIMORDIAL ROUND:** Resolve any end of round effects, including unexhausting **Argo Abilities** (p.55).

TITAN ROUND

1. START: Some effects trigger before players take their turns. Multiple effects can be resolved in the order up to the players choice.

2. TITAN TURN: One at a time and in any order, each Titan can perform a **Movement Action** and a **Combat Action** completing each fully before starting the next. Some abilities or effects will require both actions to use **(Complicated Actions)** (p.54).

MOVEMENT ACTION (p.47)**:** Move a number of spaces, orthogonally, up to your **Titan's Speed** . You cannot move through Obstacles, Chasm Terrain, other Titans or Primordials and/or any red lines.

COMBAT ACTION (p.48)**:**

i. Declare Attack and Active Weapon (p.48)**:** Choose one unexhausted **Weapon card** within effective range to attack with.

- **Melee:** Target has to be adjacent.
- **Reach X:** Target up to X spaces away. Can be used adjacent.
- **Ranged X-Y:** Target at least X spaces away and within Y spaces. Cannot be used if adjacent.

ii. Raise Rage Ω by 1 (p.49)**.** Gain Priority Target **Token** if Ω higher than existing Priority Targets Ω.

iii. Attack Roll (p.49)**:** Roll **Attack Dice** equal to value of weapon adding its **Precision Bonus** to all dice rolled(if applicable). One die is always a **white Crit die**.

- **Opening Tokens** from the **Kratos Pool** can be spent to gain a **+ 1 Precision bonus** to all dice, per token.
- Each die can be rerolled **once only** by gaining 1Ψ per rerolled di. Chosen dice must be rerolled at the same time.
- A result ≥ than Primordial's **To Hit** value is a **Hit**. If **all** Attack Dice hit = **Full Hit**. If **all** Attack Dice miss = **Full Miss** (go directly to **Step ix: Clear Kratos Pool**).
- A **natural 10** is **always** a Hit and a **natural 1** is always a Miss no matter how many positive or negative attack modifiers are applied.

iv. First Ability Window: Activate abilities from **Kratos Table, Mnemos Cards, Active Weapons** and other **non-weapon cards** equipped on the attacking Titan.

v. Draw BP Card: If at least 1 Hit rolled, draw the **top BP card**.

TITAN ROUND (cont.)

vi. Power Roll:

- **Create Power Pool** (p.50):
  - » + Weapon Power Di(c)e / / per Hit (Color based on **Active Weapon's** Power attribute tier).
  - » Add **Titan's Power Die**
  - » Add **Kratos Table bonus** (if applicable)
  - » Add **Bonus Power attributes** from some **Weapons**, **non-weapon Gear**, **Mnemos cards** and other applicable game effects provided a Hit was scored.
  - » If **Dice Limit** is reached for a certain dice type when assembling the pool, add a higher tier die instead of 2 of those dice.

- **Roll Dice** (p.51):
  - » Each symbol rolled gives **one Power**. Add any other raw points.
  - » **Power Dice** cannot be rerolled with but other effects may grant rerolls (such as **Power Reroll X**). Each die can only be rerolled once.
  - » results = one **Potential** which can be turned into using various effects. Commonly a **Break Token** in the **Kratos Pool** can be spent to turn into a (p.61, 63).

- **Resolve Power Roll** (p.51):
  - » If **Total Power** ≥ **Primordial AT** = **Wound**. If the **Crit Die** was a **natural 10 (Crit Chance)** during the **Attack Roll** = **Critical Wound**.
  - » If **Total Power** < **Primordial AT** = **Fail** to wound.
  - » If **Total Wounds on Wound Stack** now ≥ **Primordial's Value** = **Victory**. Immediately proceed to **Aftermath*** (p.55). Otherwise proceed to **vii. Primordial Response.**

* If Victory obtained through Critical Wound, players still obtain Critical rewards but no additional attacks.

vii. Primordial Response (p.51): Resolve the applicable response based on the Power Roll.

- A **Critical Wound** will ignore all other Responses.
- An **Instinct Response** will be resolved regardless of the **Power Roll** result.
- If the Response involves a **Primordial Attack** or a **follow-up Titan Attack**, it will happen immediately after the current Attack Sequence is finished and will not cause a **Chain Break** (p.43, 51).
- Responses should be resolved regardless of Titan positioning except for **Knockback** and **Knockdown** which only occur if the Titan is adjacent.

TITAN ROUND (cont.)

viii. Wounds and Escalation (p.51-53)**:** If the Primordial was wounded, perform **ESCALATION** (see below) otherwise skip this step. If ever you would have to remove a card from a **Discard pile**, shuffle the Discard into its Corresponding Deck afterwards.

Wounded Card	BP Deck	AI Deck
BP I-II Place on top of **Wound Stack**.	• Shuffle a random **+1 higher Lvl BP Card** (than the wounded BP card) into the **BP Deck**.	• Remove (from battle) an **AI card** of the **BP Lvl** that was wounded from the **AI Deck or Discard pile** (prioritize AI Deck). • Shuffle a random **+1 higher Lvl AI card** into the **AI Deck**.
BP III: Non-critical Wound. Place at bottom of **BP Deck** and place generic **Double Wound** on Wound Stack.	• Remove (from battle) the **lowest Lvl BP Card** from the **BP Deck** or **BP Discard**. • Shuffle a random **BP III Card** into the **BP Deck**.	• Remove (from battle) the **lowest Lvl AI card** from the **AI Deck or Discard pile** (prioritize AI Deck). • Shuffle an **AI III card** into the **AI Deck**.
BP III: Critical Wound. Place on top of Wound Stack (counts as **2 Wounds**).	• As above but shuffle **2 random BP III Cards** into the **BP Deck** instead of one.	
BP III: No cards left in Escalation Decks. As above for Wounded Card.	• Shuffle the **Discard** pile into the **BP Deck** before placing the set aside card at the bottom. If this was a **Critical Wound** the **BP Deck** will have one card less.	• As above. If there are no **Escalation AI III Cards**, instead the Primordial gains **1 Bonus per Wound** in the following order: + dealt per hit, + , + , +

ix. Clear the Kratos Pool (p.54)**:** Remove all tokens - even if unused - from the Kratos Pool unless stated otherwise.

x. Second Ability Window (p.54)**:** Activate applicable abilities from your **Kratos Table, Mnemos cards, Active Weapon**, and other **non-weapon cards**. Commonly:

Opening X: During the second ability window, place **X Opening Tokens** in the Kratos Pool.

Break X: During the second ability window, place **X Break Tokens** in the Kratos Pool.

NB: **Knocked Down** Titans are also able to activate Kratos Table abilities during this window provided none of these allow movement.

xi. End of Titan Attack (p.54)**:** If the BP card was not wounded, place on the BP Discard pile. **Attack Responses** are triggered now (eg. Primordial Attack or Follow-Up Titan Attack) starting a new Attack Sequence. The next Titan (if they had not taken a turn yet) starts their turn.

BATTLE AFTERMATH

1. **Resolve End of Battle Effects**
2. **Resolve Battle Aftermath:** Battle Scenario Win/Loss dependent. Can use a Sisyphus Tear to replay Battle (p.57).
3. **Gain Primordial Resources** (p.55)**:** Even if Battle Lost, gain resources from **all Wounds dealt multiplied by Primordial Level**.
   - For each **BP III Card** in the Wound Stack (**Critically Wounded BP III**) gain a **Primordial Core** corresponding to the Primordial fought.
   - For each **Single Wound**, randomly gain one BP's resource(s) of the **lowest level BP card** (after combining both BP Deck and BP Discard pile).
   - For each **Double Wound**, draw a **random BP III** and gain its resources (do not gain Cores for these).
4. **Resolve Tides of Fate** (p.56): Each Argonaut resets all their **Triskelion Values** to **0**. Reduce ▼ by the indicated number.
5. **Shuffle Exploration Deck:** Including cards that were removed.

OTHER BATTLE RULES

- **WINDOW OF OPPORTUNITY** ❗ (p.43): Whenever you encounter ❗ preceding an **AI Instruction**, you may activate **Reaction Abilities** ❗ immediately before resolving that instruction.

- **CHAIN BREAK** (p.43): **Immediately ends the current original attack** when it occurs :-

  » Commonly if a **Titan Bonus Attack** or **additional Primordial Attack** is triggered during a **Primordial Attack** (eg by a Trauma card) or when any game elements instructs you to Chain Break.
  » If during a Titan Attack, resolve **ix. Clear the Kratos Pool** and **x. Second Ability Window** before resolving the effect that caused the Chain Break.
  » **Titan Bonus Attacks triggered during a Titan Attack** are considered **Follow-Up Attacks** and do not cause Chain Breaks, resolving after the current Attack.

- **BONUS ATTACKS** (p.56): An effect that allows a Titan to perform an **immediate attack**, most of the time causing a **Chain Break** except during a Titan Attack (ie. **Follow-Up Attack**). An **Exhausted Weapon** can be used as the **Active Weapon** (unexhausting it prior to the attack). **Attack Responses** (p.51) are **ignored** during this Attack.

- **EXHAUSTING CARDS** (p.62): Turn the card 90 degrees. It is still equipped but cannot be used as an Active Weapon,use its defensive statistics nor activate any of its abilities (except effects triggered by exhaustion). Passive abilities and traits still remain active. **Each Argonaut can spend their Movement Action or Combat Action to unexhaust all exhausted equipped game elements.**

OTHER BATTLE RULES II

- **DISCARDING** (p.62): Discarded tokens are placed back in the Token Pool. Discarded cards are flipped upside down and are unusable until the end of Battle and can be used in future Battles.
- **ARGO ABILITIES (AA)** (p.55): Prepared during **Battle Setup**. **Max. Limit** based on Technology (starting Limit of 2). Each time an AA is used, discard one of its **charges**(⚡). Each ability can only be used **once per round** and then is **exhausted**. **AA** automatically unexhaust at the end of each Round (Primordial and also Titan Round).
- **GAINING Δ OVER 9** (p.43): **ALWAYS** triggers a **Trauma/Obol Draw**, even if it wasn't dealt during an Attack. **Δ** on Triskelion is left at the maximum of 9.
- **MASSIVE DANGER** (p.43): If **Δ** goes to:-
  - » **Δ 14+**: Add *'You Died Horribly'* Obol to Obol Deck.
  - » **Δ 18+**: Add *'Your Gruesome Death Becomes Reality'* Obol to Obol Deck.
  - » **Δ 21+:** Add *'Your Death Transcends Reality'* Obol to Obol Deck.

  Cards added to the Obol Deck stay there until the end of Battle.
- **MERCY RULE** (p.56): If a Titan **dies:-**
  - » **During a Titan Attack**: Ignore all **Negative Responses** elicited by that Attack.
  - » **During a Primordial Attack**: The Primordial ends its Attack, forgoing any lingering Attack and After-attack effects targeting that Titan (but not those targeting other surviving Titans).
- **RETREAT** (p.57)**:** See **Aftermath** of **Battle Scenario** for Retreat prerequisites (usually the death of 2 Titans). Counts as a **Defeat**. Retreat at the beginning of any Titan Round.
- **MOIROS CARDS** (p.57)**:** When an effect causes **Ψ** to be raised over 9, immediately shuffle the **Moiros Deck** and draw one. This is kept until the end of the Battle. If another one is gained the Titan immediately dies.
- **KRATOS CARDS** (p.58)**:** When an effect instructs you to draw a Kratos Card, immediately shuffle the **Kratos Deck** and draw one. This is kept until the end of the Battle. If another one is gained the Titan immediately dies. A **Kratos Roll** involves rolling a **d 10** and comparing it to your **Ω** value (success on **equal or higher** roll and cannot be rerolled using **Ψ**).
- **AMBROSIA** (p.58)**: Ambrosia Limit** is **4** (unless modified by other effects).If the number of Ambrosia Tokens on your Titan exceeds this limit, your Titan dies.
- **VANTAGE POINTS (VPs)** (p.59): VPs are inaccessible until unlocked.
  - » **Climb unlocked VP**: Test **Climb Skill** specified on the Primordial Sheet. End of Primordial Round, test **Hold On Skill** to avoid falling off. Only one Titan can occupy a VP at a given time.
  - » Titans on VPs are **adjacent and range 1** to the Primordial and all other Titans adjacent to the Primordial. Other Titans are however not considered to be adjacent to Titans on VPs.
  - » A Titan on a VP can move to an adjacent space to the Primordial using X or move-like abilities.
  - » If a Titan suffers Knockdown or involuntary movement on a VP, displace them to a space adjacent.

MODIFIER TOKENS / AWAKENING

- **MODIFIER TOKENS** (p.58): Double-sided with negative -1 (red) side and positive +1 (blue) side. Stackable (adding +/- 1 for each token).
  - » **Precision**: **On Titan**: +/- Precision (+/- to Attack Roll). **On Primordial**: +/- Evasion Difficulty.
  - » **Speed**: +/- **Speed**
  - » **Evasion**: +/- Titan **Evasion**
  - » **AT**: +/- Primordial **AT**
  - » **Evasion Die**: +/- **Evasion Di(c)e** to be rolled when attacked by Primordial (to a min. of 1)
  - » **Danger**: +/- with each Primordial attack.
  - » **To Hit**: +/- Primordial **To Hit**

AWAKENING (pg59)

- **UNLOCK** (p.59): At a certain point in the Story, access to the ***Forlorn Naos Technology*** will unlock **Awakening**.

- **AWAKENING**: Place one of the available Godforms over your Titan Illustration. Mark the associated Godform section box making it unavailable until the next **Divine Surge** (Story Events that when occur allow you to refresh all used Summoning and Godform).
- **Immediately on Awakening:**
  - » Perform a **Chain Break**.
  - » Gain the Priority Target **Token.** While awakened you cannot lose this.
  - » Discard any **Condition cards and tokens**, as well as **Despair tokens** (but not **Ambrosia tokens**).
  - » If you were **knocked down**, you may **stand up**.
  - » Gain **Trespass tokens** equal to the **Value** denoted in the bottom right of your Awakening card (usually 2).
  - » You may immediately perform a **Move** or **Pushback** up to your value and perform a **Bonus Attack**. These are not regular actions.
  - » Move the if applicable.

- **OTHER AWAKENING RULES**:
  - » At the **Start of your Turn**, discard one **Trespass token**. If you cannot do this, return the Godform Card to the supply, losing all bonuses from it and end the Awakening. If you Awakened as a result of a **Obol Draw**, you die at this point.
  - » Use the **Godform Power Die** instead of your **Titan Power Die** for **Power Rolls**.
  - » Gain all bonuses listed at the bottom of the Godform Card.
  - » **Special Godform Attacks** cannot be combined with your Weapons. The Godform card is considered your **Active Power**.
  - » If you perform an **Obol Draw**, shuffle ***"You Live: By the Power of the Dead Gods"*** **Obol Card** into the **Obol Deck**. Remove it afterwards.
  - » If you are **knocked down**, you may spend a **token** to immediately stand up.

KEYWORDS (pg63-67)

- **Ambrosia Limit X/+X:** Your **Ambrosia Limit** becomes X or is increased by +X. Note: Ambrosia Limit X does not stack, but all +X bonuses are cumulative.
- **Ascended:** This ignores **Power Level** penalties (irrelevant in Cycle I).
- **Attack Re-roll X:** During an **Attack Roll**, you may re-roll up to X **Attack dice** (once each) with no additional cost.
- **Auto-break X:** During the **First Ability Window**, place X **Break tokens** in the **Kratos Pool**.
- **Block X:** While performing an **Evasion Roll**, treat X successful hits as evaded.
- **Break X**: During the **second ability window**, place X **Break tokens** in the **Kratos Pool**. During the **Power Roll** step, each Break token in the Kratos Pool allows the attacking Titan to turn 1 symbol into 1 .
- **Bypass:** You may move through other Titans. You cannot end your voluntary movement on a space occupied by another Titan.
- **Carving X:** When you wound the Primordial, test **Wisdom (8+)**. On a success, you immediately gain X additional **non-Core Primordial resources** from that BP card. Note: These resources are **not** multiplied by the Primordial level.
- **Commit:** To attack with this weapon, gain +1 .
- **Crash:** The Titan subjected to Crash gains +1 and suffers **Knockdown**. A Titan suffers Crash each time a Primordial moves onto or through its space, as well as when any effect forces it to move onto a space with an Obstacle Terrain tile or places an Obstacle Terrain tile on itself.
- **Cumbersome:** During the **Second Ability Window**, if you successfully **wounded** with this weapon, **exhaust** it. Treat it as a voluntary exhaust.
- **Deadly:** During an **Attack Roll**, replace one of your regular Attack dice with an **additional Crit die**. If you roll only one Attack die, you gain a Crit Chance on a natural 9 - 10 result instead.
- **Displace:** Move the displaced target to an empty space **adjacent** to its current position. If a Titan is displaced and there is no space it can be legally displaced to, it dies instead.
- **Diversion**: During the **Second Ability Window**, place a **Diversion token** in the **Kratos Pool**. An attacking Titan may use a Diversion token from the Kratos Pool to **ignore Fail Responses** until the end of their Attack.
- **Dodge:** When you are about to resolve an **Evasion Roll**, gain **+1 Evasion bonus** for this roll.

KEYWORDS II

- **Doomed:** During this **Primordial Attack**, Titans cannot re-roll the **Evasion Roll** or **Judgement Test** using Ψ.

- **Elation**: During the **Second Ability Window**, you may discard **X Despair tokens** or **Ambrosia tokens** to place **X Opening tokens** in the **Kratos Pool**.

- **Escalate X:** Escalate X **lowest level BP cards** (remove each one from the BP deck and shuffle in a card one level higher), one at a time. Then do the same for the **AI deck**. Do not look at the removed cards.

- **Frontlines:** If your Titan is dead, at the **End of Battle** roll a **d 10**. On a ' **1** ', your Argonaut dies as well.

- **Heal:** Take the top card from the **Wound Stack** and remove it from the Battle. It does not count as a Wound and does not provide resources at the end of the Battle.

- **Heartseeker**: During the **Draw BP card** step of the Attack, you may look at the **top two BP cards** and choose which one to attack. Shuffle the other card back into the deck.

- **Hide:** If you are not in front of the Primordial, you may activate this ability at the end of your turn to become **Hidden**. If you have the **PT token**, pass it to the Titan with the **highest Rage** Ω other than you. **Hidden** = **+1 Evasion and +1 Precision**. Hidden ends if you move in front of the Primordial, gain the Priority Target token, after the second ability window of your Attack or at the end of your next turn.

- **Lifeline:** When you are about to die from falling into a **Chasm space**, displace instead. Alternatively, when you are about to die from falling from a **Boundless Board Edge**, stop adjacent to it. This ability can be used even if knocked down or otherwise prohibited from using active abilities.

- **Knockback X:** Move the affected target X spaces **directly away** from the source of Knockback in a **straight line**.

  - » If caused by an Attack, it affects the Target only if it is within the Attackers **effective range**.
  - » If caused by a **Primordial Response**, it affects the Attacker only if they are within **adjacency**.
  - » Knocked back Titans **ignore** all Terrain tiles they move through except **Obstacles**.
  - » If a Titan is forced to move through a **Destructible Obstacle Terrain tile**, stop its movement, remove the Terrain tile from the Battle Board and place the Titan in its space, then suffer **Crash**.
  - » If a Titan is forced to move through an **Indestructible Obstacle**, it stops on an adjacent space right before the Obstacle, then suffers **Crash**.
  - » Knocked back Primordials can move through any Terrain tiles and miniatures **without hindrance**. They destroy any Terrain tiles (except Indestructible) they move through and cause **Crash** and **Unavoidable Knockback** to Titans as normal.
  - » If the Target is knocked back into a **Board Edge**, it continues to move along the edge, if possible, away from the source of Knockback.

KEYWORDS III

- **Knockdown:** Gain the **Knockdown Condition card**, *Falling down* side up, and turn the miniature onto the side. Follow the rules of the Condition card.
  - » If caused by an Attack, it affects the Target only if it is within the Attackers **effective range**.
  - » If caused by a **Primordial Response**, it affects the Attacker only if they are within **adjacency**.
- **Lumbering:** Cannot be involuntarily moved.
- **Motivate X**: During the **Second Ability Window**, choose another Titan. That Titan may **move up to X spaces**. If this keyword stacks, you can use each stacking instance on a separate Titan (i.e. you may use Motivate 1 from two sources to move one Titan twice or to move two Titans, one space each).
- **Opening X**: During the **Second Ability Window**, place **X Opening tokens** in the **Kratos Pool**. During the **Attack Roll step**, each Opening token in the Kratos Pool adds **+ 1 to the result of each die**.
- **Overbreak X:** During the **Second Ability Window**, if your **Total Power** exceeds by 1 or more, place **X Break tokens** in the **Kratos Pool**.
- **Peril:** You must make this decision on your own. Do not consult other players.
- **Provoke**: During the **First Ability Window**, gain the Priority Target **token** and turn the Primordial to **face you**.
- **Power Reroll X**: During the **Power Roll step** of an Attack, you may **re-roll up to X Power dice**. Remember, you cannot re-roll Power dice using Ψ.
- **Pull X:** Move the affected Target X spaces **towards** the source of the Pull, along the **shortest possible path**.
  - » The affected miniature can move through spaces **occupied** by other miniatures.
  - » The affected miniature must resolve the **effects** of any Terrain tiles it moves through.
  - » If a Titan is about to be pulled into a **Destructible Obstacle**, remove the Terrain tile from the Board, the Titan suffers **Crash**, then continue the **Pull**.
  - » If a Titan is about to be pulled into an **Indestructible Obstacle**, it suffers **Crash** and continues to move along the **Obstacle's edge** along the **shortest possible path** towards source of the Pull.
  - » If the affected miniature is or becomes **adjacent** to the source, the Pull does not end. Instead, move the source **directly away** from the affected miniature the remaining number of spaces, then finish the Pull. The source follows the rules of voluntary movement
  - » Titans may use the Pull X keyword during either the **first or second ability window**.

KEYWORDS IV

- **Pushback X: Turn the source** towards the affected Target. Then, **move X spaces** in the direction of the Target, pushing it in a **straight line**.
  - » Pushed Titans can move through spaces **occupied** by other miniatures. If a Titan ends involuntary movement on a space with another miniature, the other miniature is **Displaced**.
  - » The affected miniature must resolve the **effects** of any Terrain tiles it moves through.
  - » If a Titan is about to be pushed into a **Destructible Obstacle**, remove the Terrain tile from the Board, the Titan suffers **Crash**, then continue the Pushback.
  - » If a Titan is about to be pushed into an **Indestructible Obstacle** or **Board Edge**, **displace** it to an adjacent space that would allow the Primordial to continue movement onto a space previously occupied by the Titan, then continue Pushback. If displacement is impossible, the Titan dies and, once the Primordial has moved into the space formerly occupied by the targeted Titan, the Pushback stops.
  - » Titans may use the Pushback X keyword during either the **first or second ability window** or when specifically instructed to resolve it immediately.
- **Ranged X-Y:** To attack with this weapon, you must be **at least X and up to Y spaces away from your target**. This keyword is not stackable.
- **Reach X:** You may attack from up to **X spaces away**. This keyword is not stackable.
- **Reflex:** Move up to **1 space**. Possible subtypes: **Advanced Reflex:** 2 spaces; **Superior Reflex:** 3 spaces.
- **Reposition X:** During the **Second Ability Window**, you may **move up to X spaces**.
- **Reinforce X:** When you are about to resolve an **Armor Roll**, add **X red dice** to your **Armor dice pool**. Possible subtypes:
  - » **Advanced Reinforce X**: Add **black dice** instead.
  - » **Superior Reinforce X**: Add **white dice** instead.
- **Rocksteady:** When you are about to suffer **Knockdown**, you may use this ability to **ignore** it.
- **Rush:** Move with **+ 1** and **Melee/Reach Attack** with **Auto-break 1**. You must move at least **3 spaces** and reach your target via the **shortest possible path**. Possible subtypes:
  - » **Improved Rush**: Move with **+ 2** and **Melee/Reach Attack** with **Auto-break 1** and **+ 1 Precision** instead.
- **Sacrifice:** During the **First Ability Window**, you may gain **+ 1** to place **one Break token** in the **Kratos Pool**.
- **Scale:** When you are about to perform a test to **climb** a **Vantage Point**, **automatically succeed** at that test instead.

- **Second Chance:** After you **draw a Trauma or Obol card**, you may **ignore its effect and discard it**. **Draw and resolve another card** from the same deck (note: a discarded Obol is immediately shuffled back into the Obol deck). You cannot ignore the second draw in any way. This ability can be used even when **knocked down** or otherwise prohibited from using active abilities.
- **Solace:** Discard a **Mind Condition card** or a **Despair token** from **yourself** or an **adjacent Titan**.
- **Spotlight:** During the **First Ability Window**, if you have the Priority Target token, gain **+1** for this Attack.
- **Stalwart:** When you are about to suffer **Knockback**, you may use this ability to **ignore it**.
- **Suppress:** Shuffle the discard pile denoted by the subtype into the appropriate deck.
- **Tireless**: When you are about to activate the **Cumbersome** keyword, you may **ignore it**.
- **Titan Possession:** Once you equip this **Gear card** on a Titan, you have to equip it on this Titan for every subsequent Battle. You may, however, junction this Titan with a different Argonaut. Possible subtypes:
  - **Argonaut Possession**: This Gear must be always equipped on any Titan controlled by this Argonaut in every subsequent Battle.
- **Tumble:** When you are about to suffer **Crash**, roll a **d10**. On a **6+ ignore** it.
- **Unique:** There can be no more than one instance of a unique card in play or in the Argo Armory at any given time. Other game elements may interact with this keyword.
- **Vault:** If you're adjacent to the Primordial, place your Titan on an empty space in a straight line from you, on the opposite side of the Primordial, adjacent to it. A Titan may use this ability in either the **first or second ability window**.

- **Adventure Terrain** (p.31)**:** Each **Adventure Hub** has an associated **Terrain Tile** to be added after **Battle-Specific Terrain Tiles** are added during a **Timeline Battle** - mark this on your Timeline when you encounter it.
  - » **Outer 3**: Place the tile only within 3 Spaces of the Board Edge.
  - » **Inner 3**: Place the tile on any spaces that are not within 3 spaces of the Board Edge.
- **Basic Terrain Rules:** Resolve the tile effect when you enter a Terrain Tile.
- **Placement:**
  - » **On Other Terrain:** If the Tile has Indestructible you cannot place anything on it. In all other cases the original Terrain is destroyed before you place the new Tile.
  - » **On a Titan:**
    - ◊ If the Tile has Obstacle and Destructible Keywords, destroy it and the Titan suffers Crash.
    - ◊ If the Tile just has Obstacle Keyword, the Titan suffers Crash and is Displaced to an adjacent space to allow the tile to be placed without overlapping. If there is no such space so that the Titan can not legally be Displaced, they die.
    - ◊ In all other cases, the Tile is placed under the Titan and they must immediately resolve any effects on it as if they had just moved onto it.
  - » **On a Primordial:** If the Tile has the Indestructible trait, it is placed as normal. In all other cases, the Terrain cannot be placed - ignore this placement.

TERRAIN TRAIT LIST

- **Ambrosia :** When a Titan ends on this Tile, gain **1 Ambrosia Token**. If they start their turn on this tile and do not move away, gain **1 Ambrosia Token**. If a Titan moves through the tile (not stopping on it), **test (6+)** - failing gains **1 Ambrosia Token**.
- **Board Edge:** This tile functions like the **Board Edge** (p.33) reducing the play area.
- **Boundless:** Cannot voluntarily move onto this tile. If forced to move onto or beyond this tile or the Board Edge, you die.
- **Chasm:** Cannot voluntarily move through Chasm spaces. **Movement ending on, being pushed or pulled through a Chasm space** or if a Chasm is **placed under** a Titan all lead to Titan death. The only exception is if a Titan is **knock backed** over a Chasm but does not end their movement on it.
- **Cover:** Titans on this tile have + **1 Evasion** .
- **Destructible:** When a Titan is involuntarily moved onto this tile, the tile is **destroyed**. Subtype: **Reinforced Destructible**: Terrain is flipped if Primordial or Titan involuntarily moves onto it.
- **Exposed:** If the Primordial stands on this tile, it has - **1** .
- **Indestructible:** This Terrain tile **cannot** be **destroyed** in any way. It invalidates Terrain placement on top of it.
- **Inhabited:** Apply any bonuses and penalties listed on the Terrain card based on your **Diplomacy Score** with the **Local Faction**. If this Terrain tile is **destroyed**, lose **-1 Diplomacy** with the Local Faction.
- **Labyrinth: Red lines** on these tiles should be treated as **Obstacles**. Connecting Labyrinth tiles are considered a **single Terrain tile**. See detailed rules in Cycle I Storybook.
- **Obstacle:** Titans cannot move through **Obstacles**. Many move-like abilities interact with Obstacles.
- **Trap:** Has special interactions with the **Primordial**, listed on the Terrain card.
- **Treasure:** Has special interactions with the **Titans**, listed on the Terrain card.